TIGERVISION™ 7-007

INSTRUCTIONS

EmuMovies

You're the commander of a Polaris class nuclear submarine. Your mission is to defend your country from enemy attack.

War has been declared and you find yourself deep in enemy water with no help. In your battle, you will be required to defend against wave after wave of enemy planes and dive bombers. To make things worse, the enemy has sent their own subs and destroyers. In the course of your battles, you will need to maneuver through dangerous channels full of mines. Don't expect a short war and the battles get rougher, how many of the enemy can you destroy before they get you.

INSTRUCTIONS

Use your Joystick Controllers with this **TIGERVISION**™ game cartridge. For a one player game, use the left joystick only. Hold the joystick with the red button to your upper left.

NOTE

Make sure the console unit is turned off when removing or plugging in the game cartridge.

GAME SELECTION

Turn the console unit on. The number of players is below the word PLAYER. To select 1 or 2 players use the game select switch. When a two player game is selected, players will alternate turns. The player currently playing is indicated by the number just under his score (1 or 2). The number of subs remaining is also indicated on the same line.

SKILL SELECTION

The two Difficulty or Player Skill switches are not used in this game. Difficulty levels are discussed in the game level section.

Also, the color/B-W switch is not used. The colors used in the game were selected for good contrast when viewed on a B/W TV.

STARTING THE GAME

When you are ready to play, press the Game Reset switch. Your submarine will be placed in the left side of the ocean, and the enemy planes and subs will attack. Move fast to avoid the subs and bombs. If you want to restart a game in progress, press the Reset switch once and the game will return to the title screen. Press the Reset switch again and a new game will begin.

JOYSTICK CONTROLLER ACTION

The Polaris sub can be moved four ways: up, down, left and right. The red button fires the Polaris missiles in the first screen and fires torpedoes in the second screen. In the first screen, a missile can only be fired after the previous missile has left the screen or hit an object. In the second screen pressing the red button will cancel the bullet in progress and fire again.

GAME ACTION AND SCORING

ENEMY OBJECTS: There are five enemy objects and each has a different point value as described below.

BOMBER SQUADRON: There are up to five bombers in two squadrons that will fly across the screen and drop bombs on your submarine. Point value varies by altitude; top plane 300 points, middle two planes 200 points each and bottom two planes 100 points each.

ENEMY SUBMARINES: You should be very careful since the enemy captains are poor at maneuvering and may ram and sink your sub as they patrol across the ocean. They can be found alone or in groups up to three large. Point value varies by depth; top sub = 100 points, middle = 200 points, bottom = 300 points.

ENEMY DESTROYER: Occasionally a destroyer will find his way into the battle and drop depth charges on you. Since he appears only occasionally, he is worth 800 points.

DIVE BOMBER: If you successfully fight off the enemy squadrons, they will send a dive bomber in with torpedoes that will seek you out. These torpedoes are smart but can be avoided if you're fast. Hitting the dive bomber will be tough since it is flown by an expert pilot and can maneuver rapidly. This is a big kill, worth 1000 points.

CHANNEL MINES: When navigating the channels you will find mines to block your way. Careful, the current and the seas get rougher as you proceed, each mine is worth 300 points.

GAME LEVELS

You will begin with a squadron attack and have submarines and occasionally a destroyer in the battle. When all the squadron planes are destroyed an enemy torpedo bomber will appear. If you successfully kill him you will proceed to the next level via the mined channel. Note mines will not appear until level 2 to give you a chance to understand the channel's terrain. Each level has more enemy objects or is faster as described in the table below.

LEVEL	1 2 3 4	5 6 7 8	9 10 11 12	13 14 15 16
SQUADRON PLANES	2 3 4 5	2 3 4 5	2 3 4 5	2 3 4 5
DIVE BOMBERS	1 1 1 1	1 1 1 1	1 1 1 1	1 1 1 1
SUBS	1 1 2 3	1 1 2 3	1 1 2 3	1 1 2 3
SPEED OF BOMBS AND SUBS	SLOW	MEDIUM	FAST	VERY FAST

TIGERVISION™

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